

---

Subject: Re: Jsonize() Date and Time serialization [patch]

Posted by [mirek](#) on Sat, 12 Jun 2021 06:47:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

zsolt wrote on Fri, 11 June 2021 19:51 Quick correction:

This one would be safer for dates:

@ -328,12 +328,12 @@ template<> void Jsonize(JsonIO& io, Date& var)

    return;

}

if(IsString(v)) {

-  String text = v;

+  String text = Filter(v.ToString(), CharFilterDigit);

    if(text.GetCount() > 6) {

        Date d;

        d.year = ScanInt(text.Left(4));

        d.month = ScanInt(text.Mid(4, 2));

-  d.day = ScanInt(text.Mid(6));

+  d.day = ScanInt(text.Mid(6,2));

        if(d.IsValid()) {

            var = d;

            return;

@@ -346,7 +346,7 @@ template<> void Jsonize(JsonIO& io, Date& var)

    if(IsNull(var))

        io.Set(Null);

    else

-  io.Set(Format("%04d%02d%02d", var.year, var.month, var.day));

+  io.Set(Format("%04d-%02d-%02d", var.year, var.month, var.day));

}

template<> void Jsonize(JsonIO& io, Time& var)

@@ -358,15 +358,15 @@ template<> void Jsonize(JsonIO& io, Time& var)

    return;

}

if(IsString(v)) {

-  String text = v;

-  if(text.GetCount() > 15) {

+  String text = Filter(v.ToString(), CharFilterDigit);

+  if(text.GetCount() > 10) { //seconds may be missing

        Time tm;

        tm.year = ScanInt(text.Left(4));

        tm.month = ScanInt(text.Mid(4, 2));

        tm.day = ScanInt(text.Mid(6, 2));

-  tm.hour = ScanInt(text.Mid(9, 2));

-  tm.minute = ScanInt(text.Mid(12, 2));

-  tm.second = ScanInt(text.Mid(15));

+  tm.hour = ScanInt(text.Mid(8, 2));

+  tm.minute = ScanInt(text.Mid(10, 2));

+  tm.second = ScanInt(text.Mid(12, 2));

```
if(tm.IsValid()) {
    var = tm;
    return;
@@ -379,7 +379,7 @@ template<> void Jsonize(JsonIO& io, Time& var)
    if(IsNull(var))
        io.Set(Null);
    else
-    io.Set(Format("%04d%02d%02d`T%02d:%02d:%02d",
+    io.Set(Format("%04d-%02d-%02d`T%02d:%02d:%02d",
                    var.year, var.month, var.day, var.hour, var.minute, var.second));
}
```

This is tough decision - backward incompatible change. At minimum we should make Jsonize recognize old format as well as new...

In any case, so far the Jsonize format was considered like "U++ private", it was not meant for "external" communication.

That said, I am OK with the change, as long as it able to read previous format...

Mirek

---